

**City of Las Vegas**  
**Parks, Recreation and Neighborhood Services**  
**Municipal Sports Unit**  
**SOFTBALL RULES AND REGULATIONS**

Effective 1/1/12

**ELIGIBILITY AND ROSTERS**

1. **Classification** - The City of Las Vegas, Municipal Sports Unit reserves the right to classify teams and individual players as necessary.
2. **Coaches** - All teams must have a coach. The coach must be at least eighteen years of age.
3. **Player Contract** - **Each** player must complete and sign the official Player Contract Regarding Waiver and Release of liability, Indemnification and Photographic Authorization from prior to play. No exceptions. Players that have not signed the Player Contract by the 2<sup>nd</sup> week play will be removed from the team roster and will be ineligible for play for the remainder of the season.
4. **Rosters** - Team rosters shall be limited to twenty players. **The official team roster must be submitted to the field monitor onsite prior to the start of the team's first schedule game of the season. After the 2<sup>nd</sup> week of play, no changes or additions can be made.** The league coordinator has the authority to approve or disapprove any roster changes at any time, provided a written request is made and submitted to the Municipal Sports Unit Office. There will be no changes to team rosters for play-off games. **No Exceptions.**
5. **Rosters/waivers** - All team roster/waivers must be LEGIBLE and completed in its entirety. Any team roster/waiver that is illegible will be considered incomplete and will result in the team being ineligible for play.
6. **Playing for Multiple Teams** - Players may only participate on one team per division, per season. Any player, who plays on more than one team in the same division, will be suspended from the City softball program for the remainder of the season.
7. **Misrepresentation** - Any player who plays under an assumed name, or misrepresents his/her eligibility status in any way, shall be removed from the program for the remainder of the season.
8. **Illegal Player** - Any team using an illegal player, if protested, shall forfeit the game(s) in which the illegal player played. The team may also forfeit its eligibility for the league championship and any awards.
9. **Eligibility Challenges** - Player eligibility can be challenged by the opposing coach prior to the conclusion of the first game in which the player in question played. Players are required to have a picture I.D. available at every game.
10. **Minimum Age** - Players must be at least eighteen years of age before the start of the season in which they wish to play.
11. **Pregnancy** - For safety reasons, it is recommended that women who are pregnant not participate in the program.

**PLAYING RULES**

1. **Rules** - Play will be governed by the current City of Las Vegas rules of softball, any rules not covered by the City of Las Vegas rules will be governed by the official AFA rules. All rules, including the Player Code of Conduct, apply to regular season games, playoffs, and tournament play.
2. **Game Time** - The game time listed on the league schedule will also be considered forfeit time. However, the opposing team **may** grant a 15-minute grace period. The 60-minute time limit will begin at the original game starting time. The second game of a doubleheader must start immediately following the conclusion of the first game, or the scheduled starting time, whichever is sooner.
3. **Length of Game** - Seven innings constitutes a game; however, if the game is called for any reason other than time limit, five or more full innings shall constitute a game (4 1/2 if the home team is ahead). Teams are advised to keep a scorebook during the game. Inform the umpire of your designated scorekeeper, and verify the score after each inning. **The Umpire scorebook will be considered the official scorebook.**
4. **Time Limit** - No new inning will start after 60 minutes of official playing time has elapsed. The umpire should announce the status of the time limit as it nears the end of the game.
5. **Tied Games** - If a game is tied when the 60-minute time limit is reached, extra innings will be played until a winner is determined. International Tie-Breaker rules will apply.
6. **Umpires fees** - \$12.00 per game, per team. All regular season umpire fees will be collected prior to first game of regular season by the umpire or designated AFA representative. Cash or check will be accepted for regular season umpire fees. All tournament umpire fees will be due before each game. Cash only for tournament umpire fees.
7. **Minimum Players** - teams may begin a game with eight players. Coed teams that start with eight players must have four men and four women. At no time may a team drop below eight players. The result is a forfeit. Players who arrive to fill open batting order slots may enter the game and be entered into the batting order immediately, regardless if the player's team is at bat or in the field. 9 PLAYER RULE- If team plays with 5 males + 4 females, an automatic out will be enforced when the fifth girl is due up in the batting order. If a team plays with 4 males + 5 females, **no** automatic out will be taken in the batting order.
8. **Players Unable to Continue** - Teams that start with eight, nine, ten, eleven, or twelve players may continue to play with fewer players if the player's inability to continue was the result of an injury. In this situation, the "missing" player's spot in the batting order becomes an out.
9. **Mercy Rule** - Games which reach the third complete inning with one team ahead by 20 runs or more, reach the fourth inning with one team ahead by 15 runs or more, or reach the fifth inning with one team ahead by 10 runs or more shall be called.
10. **Speed-up Rule** - Batters will come to the plate with a one ball, one strike count.
11. **Foul Ball Rule** - The batter will have one ball to waste (foul ball) with two strikes. The batter will be declared out if a subsequent pitch is hit foul, even if the ball is not caught. The ball becomes dead and all runners will remain at the base occupied when the pitch was made if the foul ball is not caught.
12. **Pitching Arc** - A legal pitch is a pitch that is delivered with a perceptible arc that reaches a minimum height of five feet and

that has a maximum height of 12 feet from the ground.

13. **Courtesy Runner** - One courtesy runner per inning will be permitted. The runner must be the last player in the batting order to record an out. Coed teams may use one courtesy runner per gender, per inning, i.e. man for man, woman for woman.  
**Note:** If no out has been recorded, the batter farthest in the order from the requesting runner will be the courtesy runner.
14. **Walks** - No free walk to female when male walks.
15. **League Standings** - Team's win/loss percentage will determine league standings and eventual league champion. When necessary, points for and points against will be used as a tie breaker.
16. **Awards, and Tournaments** - Awards will be given to league champions and tournament champions if applicable. Awards may vary from season to season.
17. **Leagues with Tournament** - The City of Las Vegas only guarantees seven double headers or 14 games for the league entry fee. Tournament will be provided if time and field availability permits. All tournament qualification will be based on league standings and will be 4, 6, or 8 team tournaments. Not all teams in each division may qualify for tournament play. The team with the better record will be the home team for all tournament games. All other league rules apply.
18. **Leagues without tournaments** - will consist of eight double headers or 16 games for league entry fee, with the 8<sup>th</sup> week being seeded play, in which the teams with the best standings will be paired.
19. **Forfeits** - A team that forfeits four games during the season may be removed from the league and disqualified from tournament play. No refunds. Please notify the Municipal Sports Unit Office ASAP if you know your team is going to forfeit. Umpire fees will still be paid/debited for all forfeited games.
20. **Team Dugouts** - Only teams registered (players and coaches) shall be permitted in the team's bench/dugout area or on the field of play. Spectators, friends, pets and **children** are not allowed on a team's bench or in the dugout area. **No exceptions!**
21. **Pre-Game Warm-Ups** - Players warming up while the preceding game is still in progress must stay off the playing fields. **Players will not warm up near or between the bleachers, i.e., near spectator areas.**
22. **Double First Base** - Batter/runners **must** touch the outside (orange) base when a first throw to first base, as the result of a batted ball or a return throw as part of a double play, is being made. Batter/runners who fail to do so and there are no extenuating circumstances, will be declared "out." This is not an appeal play.
23. **Coed Player Positioning** - Each team may position their female/male players wherever they wish so long as they have four (4) outfielders, a pitcher + catcher, and four (4) infielders. There must be a clear separation between infielders and outfielders. No rovers are allowed.
24. **Coed Outfield Line** - must be 180 feet from home plate when a female batter is at bat.
25. **Coed Program Plays at Home Plate** - **Any player can cover throws to home plate.** Coed plays at home plate will be handled as force outs. No contact may be made intentionally by the fielder with the runner. A perpendicular line six feet in length will be drawn halfway between home and third base. This is the "commit line." If a runner advances past the line, he/she must continue to advance and attempt to score by touching a base placed seven feet from and evenly with, the home plate. This rule also applies on fly ball/tag situations. Runners who re-cross the commit line while running toward third base, or who touch home plate, will be declared "out." No appeal is necessary.
26. **SLIDING IS ALLOWED!!!**
27. **Blood Rule** - Any player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If treated in a reasonable length of time, as determined by the game umpire, the individual will not have to leave the game.
28. **Two Ejection Rule** - Teams will only be allowed two ejections per night/day of play. All games played that night/day will be forfeited after 2nd ejection. When a player is ejected from play, he/she must immediately leave the field and location of play/complex.
29. **Appeals** - Any defensive player may make an appeal by stating which runner missed which base. This can be done on alive or dead ball. After time has been called and as appeal is being made, runners may not advance. If the ball is alive, runners may advance.

### **Home Run Classifications**

1. **"Rec" Divisions** are allowed one home run per team per game.
2. **"D" Divisions** are allowed three home runs per team per game.
3. **"D+" Divisions** are allowed to six home runs per team per game.
4. Home runs hit in excess of established limits will be outs.
5. The batter and all base runners need only advance one base when a legal home run is hit.

### **Equipment**

1. **Bat Qualifications** - All bats must be labeled "Official Softball" and must meet the "1.2 BPF" and/or "AFA" bat rating. The City of Las Vegas, Municipal Sports Unit reserves the right to approve or reject any softball equipment intended for use in the softball program. Equipment must meet City of Las Vegas and AFA standards, in addition to any applicable industry standards, before use is authorized.
2. **Metal Cleats** - Metal cleats are not allowed in any softball program sponsored by the City of Las Vegas, Municipal Unit.
3. **SHAVED/ALTERED BATS** - **any player using an altered bat in City of Las Vegas leagues, either knowingly or unknowingly, will be automatically ejected from the game the altered bat was used and they will receive a minimum suspension of one year from all City of Las Vegas programs from the date of the infraction. If the player refuses to release the bat to City of Las Vegas for testing, the player will not be allowed to play in City of Las Vegas programs indefinitely. Usage of any illegal equipment during a game will result in an automatic forfeit, and the team may be suspended for at least the remainder of the session. AFA altered bat rules will be enforced in addition to the City of Las Vegas rules concerning this matter.**

## **PITCHING AND SCORING**

1. Arch on all pitches will be 5' to 12'.
2. A strike will be called when the ball passes through the zone. Bottom knee, top back shoulder is the strike zone.
3. Scoring purpose - The official home plate must be touched (designated secondary plate for Coed).
4. No leading off.
5. No Stealing except in men's divisions.
6. Pitcher must pitch from pitching mound and up to 6 feet behind the mound in relation to home plate.
7. No Juke Pitches.

## **COACH'S RESPONSIBILITIES**

1. The coach is responsible for informing all team members of the Rules and Regulations. Coaches are also responsible for verifying the authenticity of each player on their team.
2. The coach is responsible for his/her players and team supporters, and is expected to curtail any unwarranted actions that disrupt the game in progress.
3. Prior to the start of each game, the coach is responsible for legibly filling out and signing the lineup card with each participant's last name and first initial.
4. If there are disciplinary problems on the field, the coach must provide player information upon the request of the umpire or City of Las Vegas staff member. All correspondence regarding suspensions, probations, complaints, issues etc... will be conducted through the teams coach. It will be the coach's responsibility to inform his or her team of all results and information. If the teams coach is on suspension, the team will designate a new coach and inform the league coordinator before the next scheduled game. The team will not be allowed to play and all games will be forfeited until a coach has been chosen.
5. When requested, the coach is responsible for completing an evaluation sheet to help ensure that his/her team is placed in a division that includes teams of similar skill level. Any team whose coach or team representative fills out an evaluation sheet incorrectly or falsely, for the sole purpose of winning awards, will be declared ineligible to win awards for the session.

## **PROTESTS**

1. Protests based solely on the judgment of the umpire/referee will not be received or considered.
2. Protests based on the misinterpretation or misapplication of a playing rule shall be received and considered. The failure of any umpire/referee to apply the proper rule for a specific game situation shall be considered an allowable protest.
3. Protest Procedure: The coach of the protesting team shall immediately notify the umpire/referee that the game is being continued under protest. The umpire/referee and all interested parties will note the conditions surrounding the issue under protest on the game card and in the official score book. The game will continue to completion. The protesting team will submit the protest in writing either to the City of Las Vegas staff member on site, or to the Municipal Sports Unit Office by the close of the next business day. **Note:** The protest must include a description of the circumstances surrounding the activities that led to the protest. The protest must also include which rule or City of Las Vegas rule was misinterpreted or misapplied, noting the rule, section, and page number of the rule book where the rule is located. Payment in the amount of \$50.00 from the protesting team must be submitted to the Municipal Sports Unit Office within 24 hours of the initial protest. Acceptable payment types: Visa, MasterCard, Discover, cash, cashier's check, money order, made payable to the City of Las Vegas. Should the protest be upheld, the \$50.00 protest fee will be refunded. If the protest is not upheld, the \$50.00 protest fee will be forfeited to the City of Las Vegas.
4. A decision regarding all protests will be rendered within five working days from the date the protest is filed. Protests that are upheld will be replayed from the point of protest if the game has a bearing on first or second place in the standings.

## **UMPIRES**

1. The City of Las Vegas Municipal Sports Office and the contracted official's association will be the sole authorities governing umpire evaluations and games assigned.
2. All games are under the control and direction of the game umpire. Only the head coach or designated team representative should speak to the umpire during the game. Only the head coach or designated team representative is permitted to speak to the umpire should situation or concern arise?
3. Comments and/or complaints regarding an umpire's performance may be submitted in writing to the City of Las Vegas Municipal Sports Unit Office, 400 E. Stewart Ave., Las Vegas, NV 89101.

## **FIELD MONITORS**

1. The Field Monitor is the City of Las Vegas, Municipal Sports Unit staff member assigned to conduct league and/or tournament activities at a particular City of Las Vegas facility.
2. The Field Monitor assigned to a particular field or game is authorized and is required to enforce each section of these rules and regulations. They shall have authority to do whatever is necessary to give force and effect to any and all of the rules and regulations contained in this manual.
3. Only the head coach or team representative or the game umpire may address the field monitor when a question arises or a point of clarification is required.
4. The field monitor is not empowered to write or modify rules or policy. Teams and players are instructed to accept the field monitor's decisions and register any comments or complaints with the league coordinator at the Municipal Sports Office on the next business day.

## **GENERAL PROVISIONS**

1. **Powers and Duties** - Any matter or situation not specifically addressed in these Rules and Regulations concerning league policies or procedures and/or game situations will come under the jurisdiction of the City of Las Vegas Municipal Sports Unit Office and the designated Softball Association, whose decisions are final.
2. **Schedules** - Any scheduling discrepancies should be brought to the attention of the League Coordinator immediately. If it is determined by the Municipal Sports Office that a team forfeited or was unable to play a game through no fault of its own, a make-up game will be scheduled if time and field availability allows.
3. **Bad Weather** - Coaches are instructed to contact the Municipal Sports Unit hotline (229-1527) after 3 p.m. on the day/night in question for the most current information on playing field conditions. In general, teams should report to the game site unless directed otherwise by the Municipal Sports Unit Office. Once at the game site, the umpire and/or City of Las Vegas Staff will assess field conditions and prevailing weather conditions, and rule on whether a game will be played.
4. **Program Balance** - The City of Las Vegas Municipal Sports Office reserves the right to rate teams and balance division play. Teams may be required to change divisions and/or nights played in order to establish/maintain a competitive program. Teams that are unable or are unwilling to move as directed by the Municipal Sports Office will forfeit their league games, and will not be eligible for any league awards. No refunds.
5. **Parking** - Participants are reminded to park in authorized areas and spaces only. Illegally parked cars will be cited. Disciplinary action may be taken by the City of Las Vegas Municipal Sports Office.
6. **Alcoholic beverages or Glass containers are not allowed!**
7. **UNIFORMS**- *any and all apparel worn by teams on the field may not have inappropriate language or graphics on them. Violations of this rule may result in a suspension of player(s) and/or team(s). The Softball Coordinator will decide on final suspensions, and all decisions on this matter are final!*
8. If any questions arise, locate the City of Las Vegas staff field monitor and report your concerns to him/her immediately. If the situation is not resolved, you may contact the league coordinator by email at [municipalsportsunit@lasvegasnevada.gov](mailto:municipalsportsunit@lasvegasnevada.gov), phone at **229-1642**, or in writing at:

Municipal Sports Unit Office  
Parks, Recreation and Neighborhood Services City Hall  
495 S. Main Street City Hall, 5<sup>th</sup> Floor  
Las Vegas, NV 89101  
phone (702) 229-1642 fax (702) 383-6306  
[municipalsportsunit@lasvegasnevada.gov](mailto:municipalsportsunit@lasvegasnevada.gov)

# PLAYER/COACH CODE OF CONDUCT

## UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED!

Abusive language, outbursts of anger, delaying the game intentionally; acts such as fighting, pushing, flagrant collisions, continued harassment or taunting, etc., against opposing players/coaches, an umpire, or City staff member will result in the player/coach being ejected from the current game, plus the following two scheduled games. Additionally, each ejection and/or incident will be reviewed by the League Coordinator to determine if further disciplinary action is necessary. All decisions on these matters are final!

- **Any form of fighting or aggressive behavior with or towards another individual will result in an automatic suspension for the duration of the session, and are subject to suspension for up to one year or indefinitely.**
  - **Any and all types of harassment are not acceptable and will not be tolerated. An automatic two-game suspension will be given, and further disciplinary action may follow.**
  - **Any form of abusive/disrespectful language towards a City staff member and/or umpire will result in an automatic suspension for the duration of the session, and will be subject to suspension for up to one year or indefinitely.**
1. Any player/coach ejected from a game must immediately leave the field and location of play/complex.
  2. Any player/coach who physically or verbally assaults an umpire, City staff member, another player/coach, or spectator will automatically be ejected from the game, and suspended for the duration of the session, year or indefinitely. Charges may be filed by the offended party and the offending player may be suspended from participating in any league or program sponsored by the City of Las Vegas Department of Leisure Services.
  3. Any player or coach who uses a bat or any other object for the purpose of inflicting bodily harm to another individual will be suspended for life from any program sponsored by the City of Las Vegas Department of Leisure Services.
  4. Coaches shall instruct their players to remain in the dugout area while disputes are resolved.
  5. Comments, criticisms and questions regarding game conditions or officiating should be directed in writing to the Municipal Sports Office.
  6. **HAVE FUN! PLAY HARD! RESPECT THE GAME!**

## CITY OF LAS VEGAS DEPUTY MARSHALS CHAPTER 10.45 CONDUCT AT ATHLETIC EVENTS

Sections:	10.45.010	Definitions
	10.45.20	Prohibited Conduct
	10.45.010	Definitions

As used in this chapter, unless the context otherwise requires, the words and terms which are defined in this Section have the meanings which are ascribed to them herein, as follows:

- A. "Athletic Event" means any sporting event between competing teams or individuals which are held in a public place and to which the public is invited;
- B. "Attendee" means any person who is present at an athletic event as a spectator and whose presence is occasioned by either purchasing a ticket for admission to the athletic event or has been admitted without charge. (Ord. 3043 and 2, 1983)

### 10.45.29 Prohibited Conduct

It is unlawful for an attendee of an athletic event which is held within the City to engage in any of the following acts:

- H. Interfere with, disrupt, or interrupt the athletic event.
- I. Throw any article, including, without limitation, missiles, rocks, bottles, cups, drink glasses, drinking receptacles, and ice, at any of the participants in or officials of the athletic event, or into the area in which the participants and officials are conducting the athletic event.
- J. Discharge any fireworks or firecrackers on the premises of the athletic event.
- K. Enter upon the area in which the participants and officials are conducting the athletic event, when the event is in progress.
- L. Engage in any physical altercation with any of the participants, officials, or other attendees during the progress of the athletic event or immediately after the conclusion of the events.
- M. Injure or destroy any property which belongs to the facility in which the athletic event is held.
- N. Bring any alcoholic or other beverage, or glass bottles or metal can containers, in the premises, excluding the parking areas, in which the athletic event is held. (Ord. 3034 and 3, 1983)